



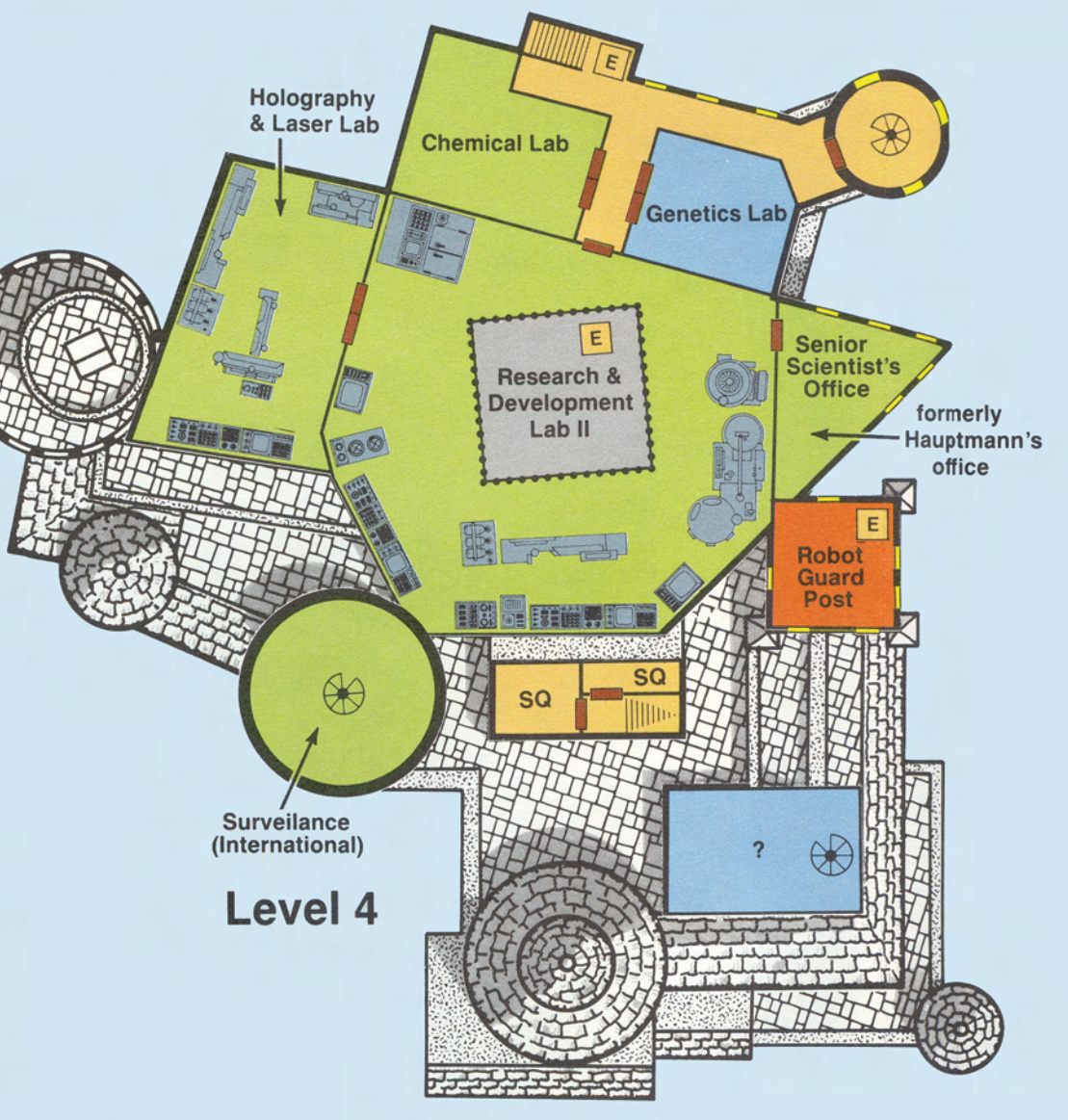
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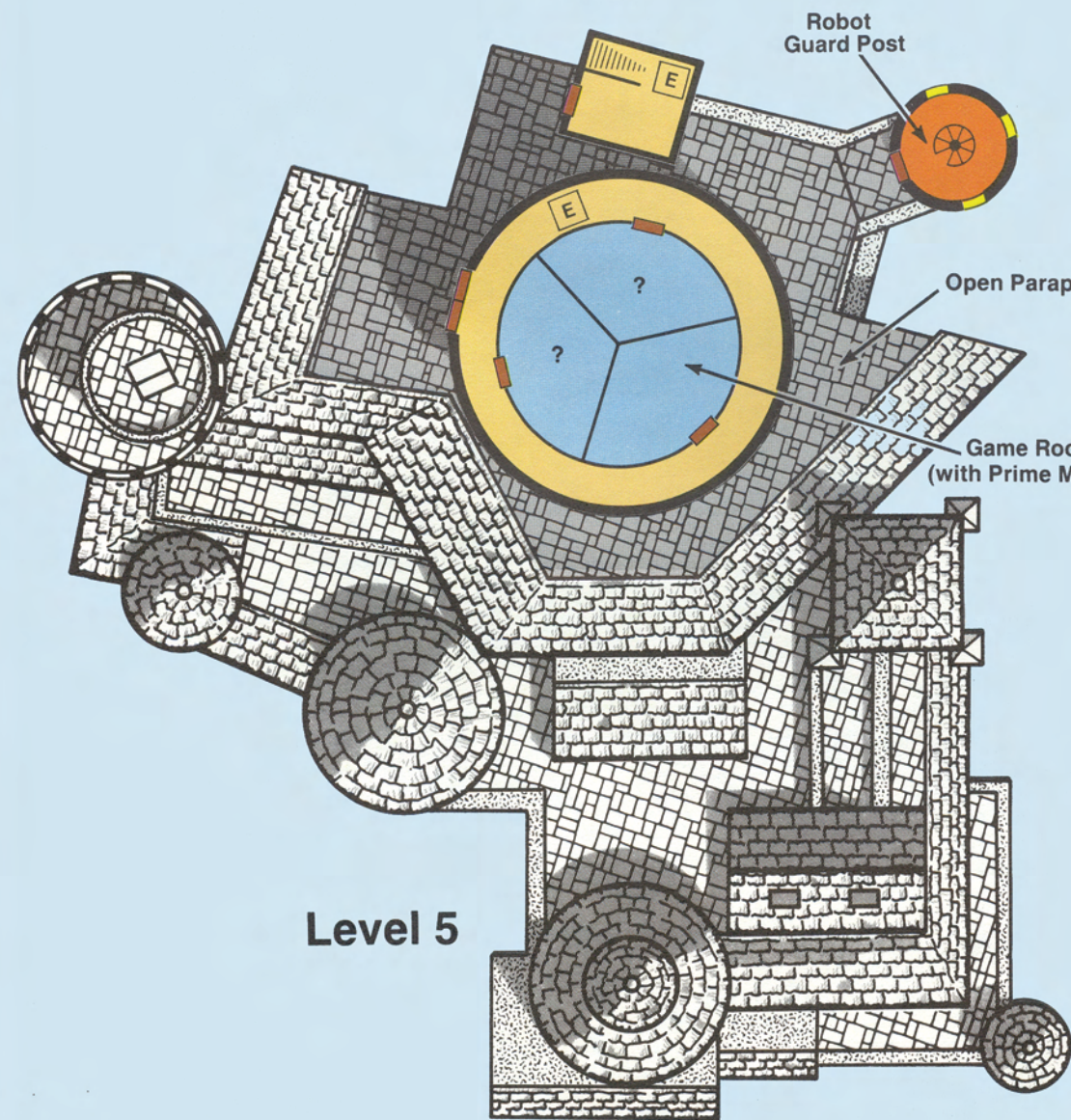
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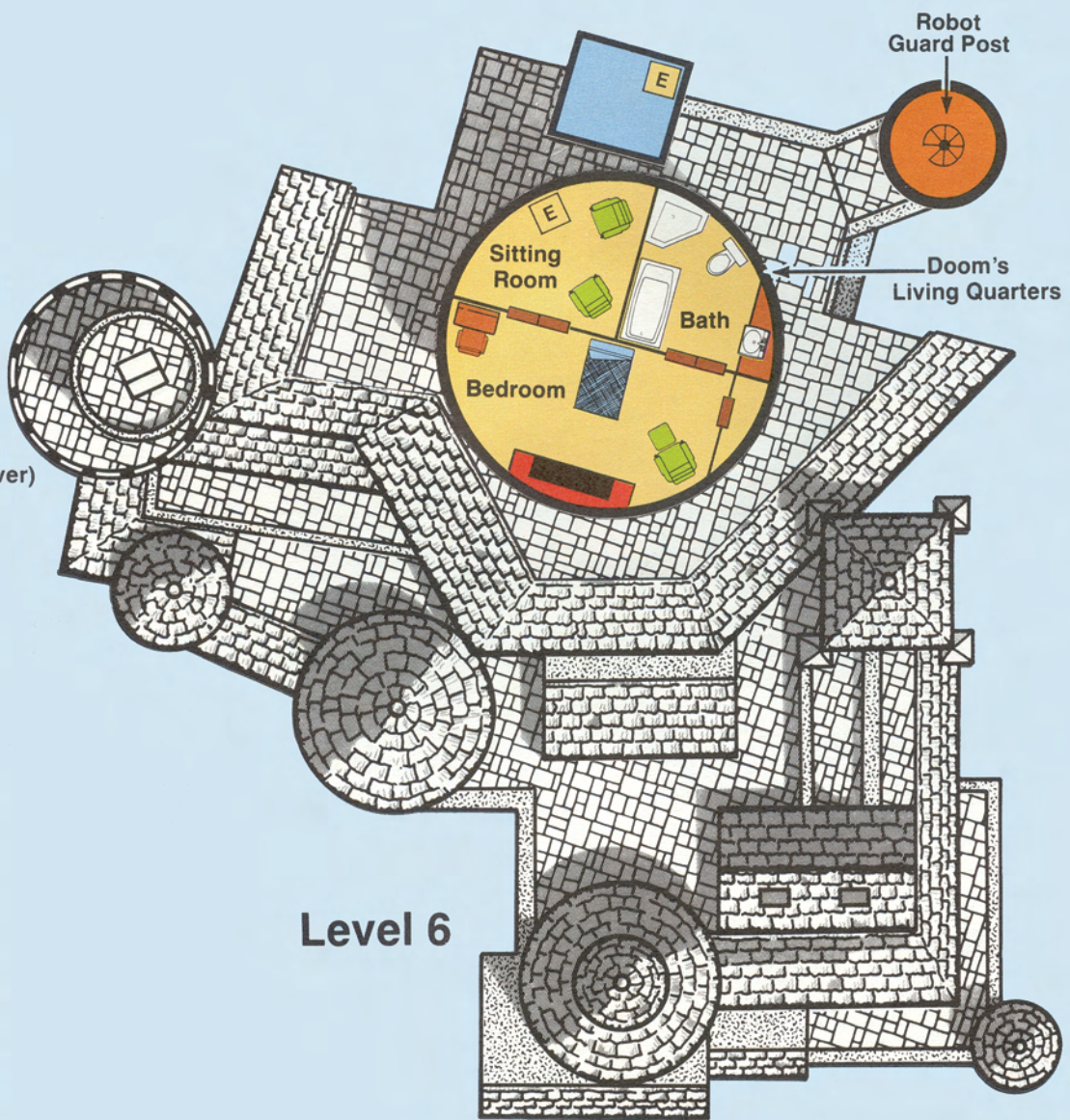
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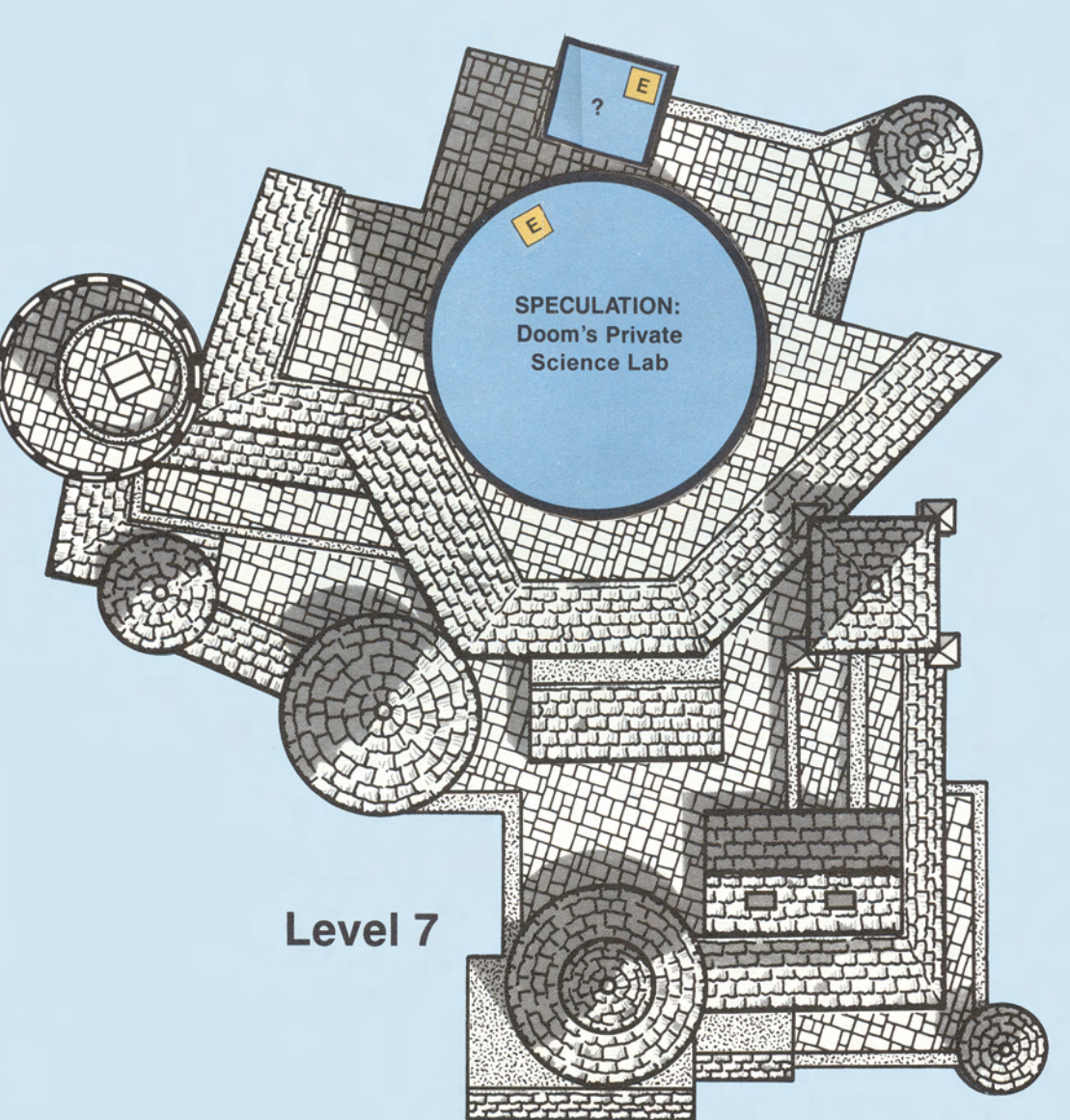
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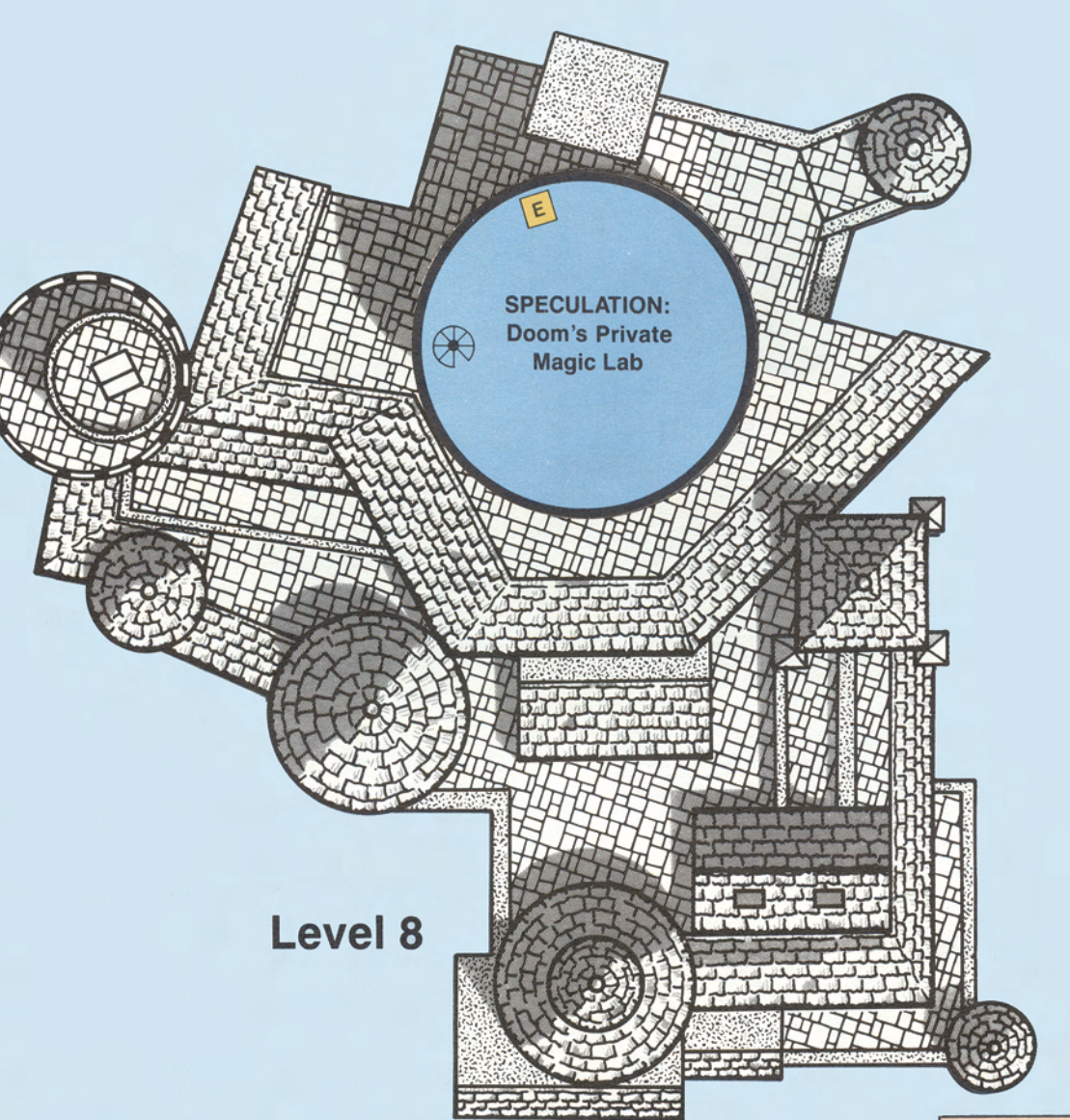
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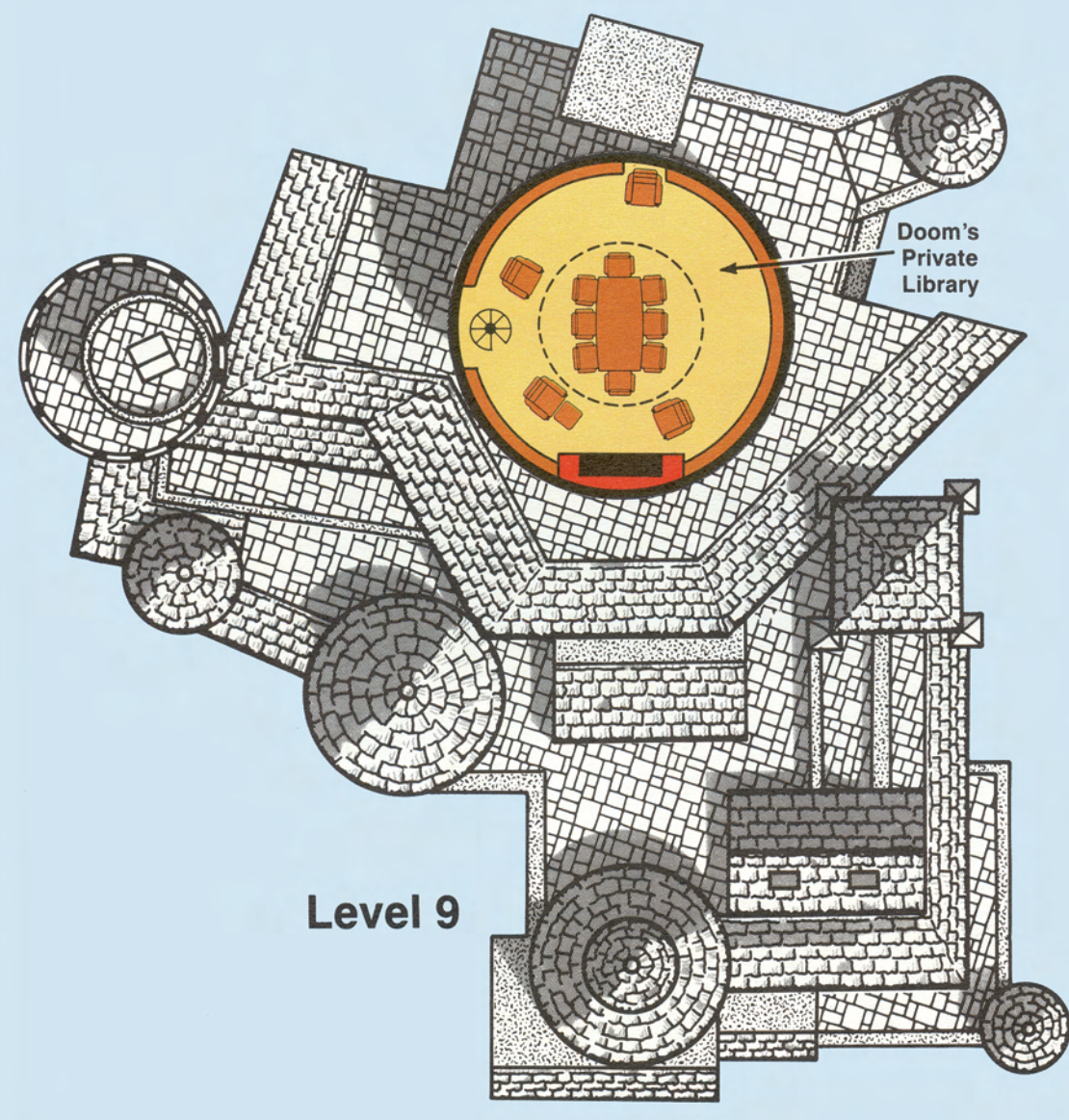
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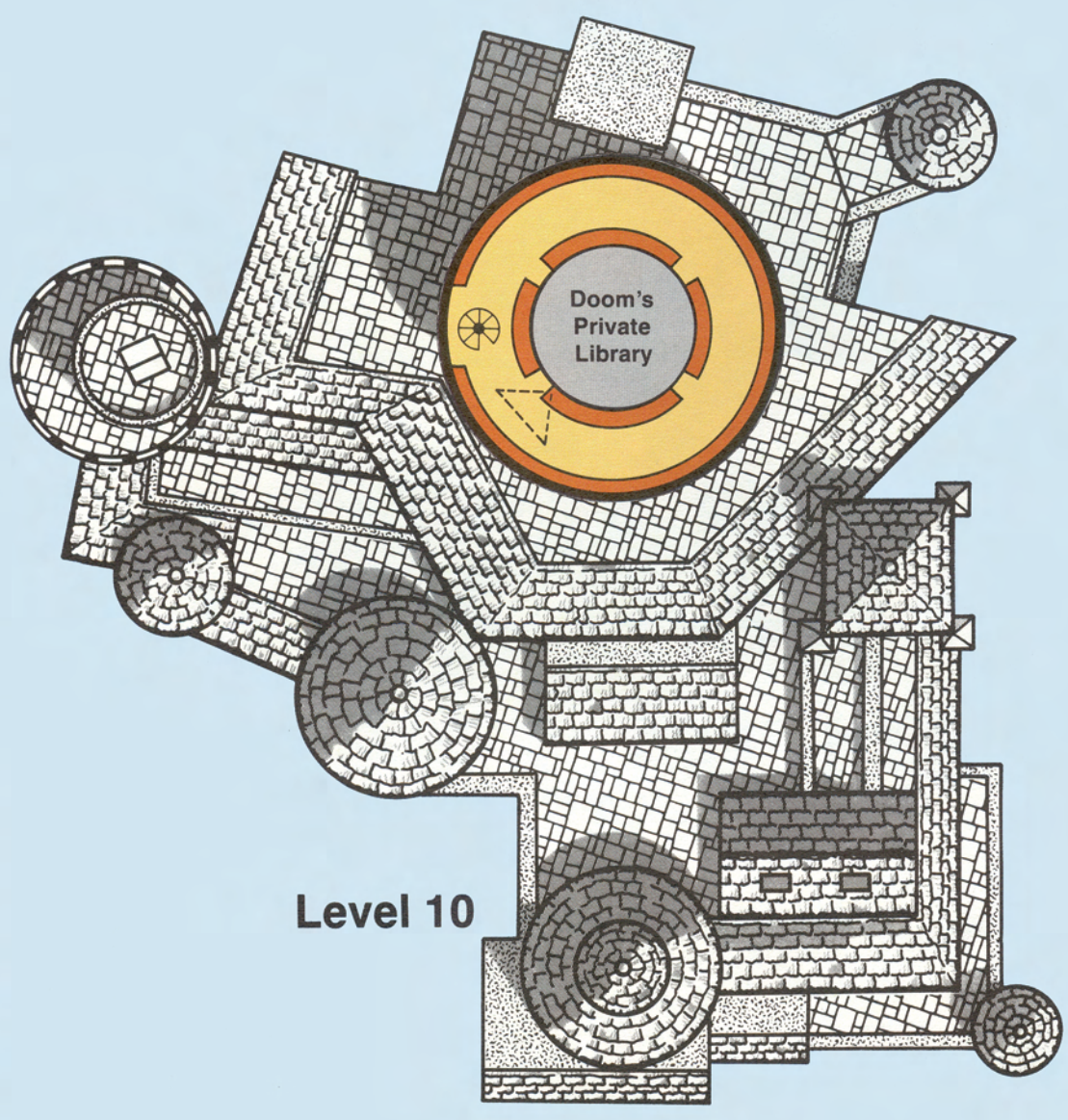
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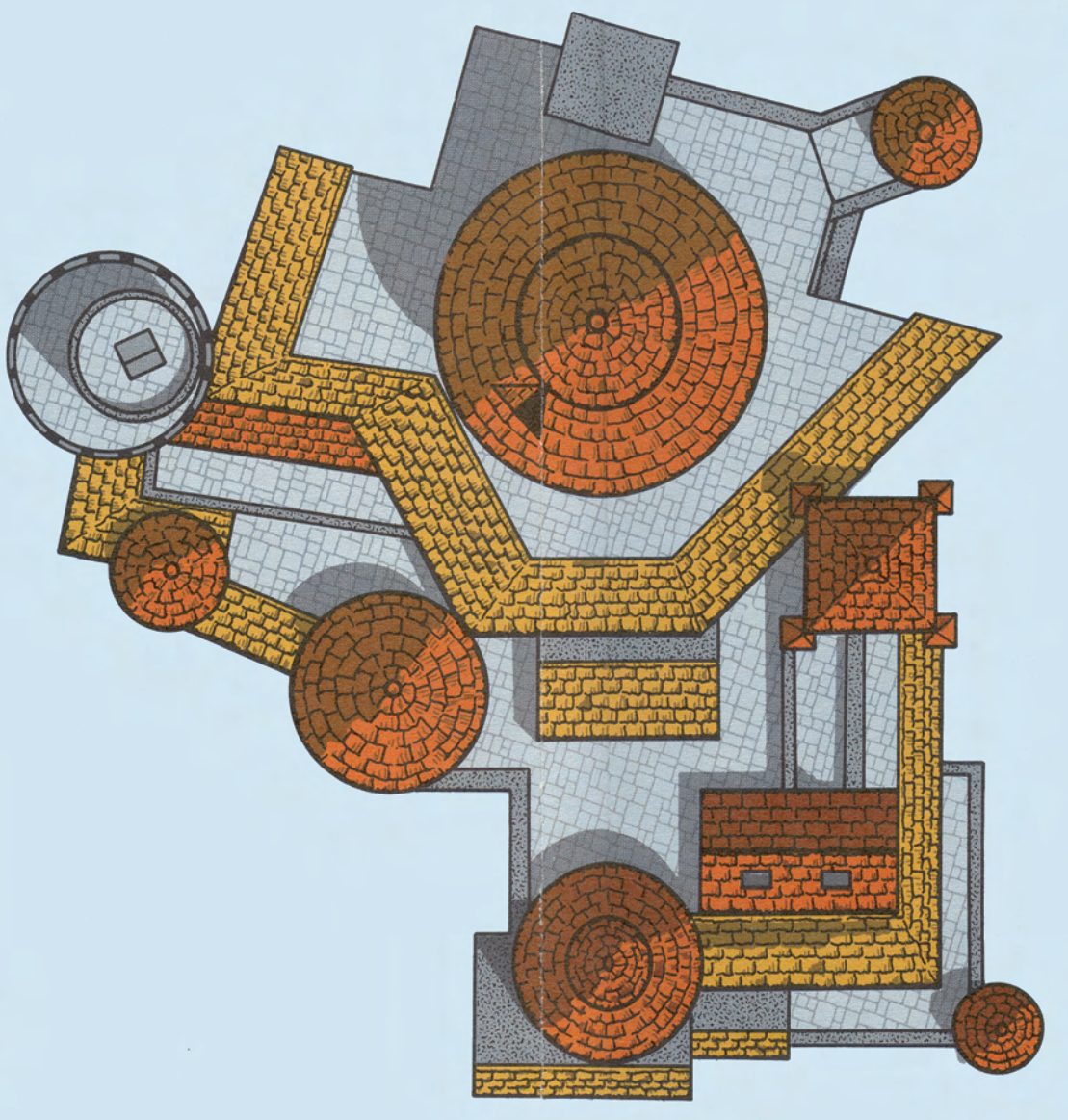
Level 8



Level 9



Level 10



THATARTISTBY
BECAUSE QUALITY
MATTERS

The Amazing
Spider-Man

Castle Doom Map Key

- Door
- Window
- Pillar
- Curtain/Banner
- Fireplace
- Spiral Stairs
- Stairs Up
- Stairs Down
- Elevator
- Throne
- Statue
- Suit of Armor (designated robot RM Strength)

Color	Designation	Security
Yellow	: Domestic Area	Low
Green	: Scientific Area	Medium/High
Orange	: Danger Area	High
Blue	: Unknown Area	Unknown; anticipate High Security

Intruder Alarm Responses

Security forces keep arriving until the threat or alarm is cancelled.

Low Security = Alarm brings 1-6 human guards (1d10-4) minimum

Medium Security = Alarm brings 1-6 Warrior robots (1d10-4) minimum

High Security = Alarm brings 1-10 Warrior robots + 1 Combat Doombot

MEMORANDUM 12 JUNE
TO: Colonel Fury, Director of SHIELD

Nicholas, as per your request for information on the layout and details of Victor Von Doom's castle, my files have been downloaded for your perusal. I regret that much of the information is incomplete. I am certain you can understand the minimal amounts of information Doom makes available to those who generally visit as enemies and/or prisoners. I've broken down the information into a quick outline and basic files for easier focus; if you and your people are in need of assistance in any operations involving Victor, my team and I stand ready to assist.

Keep in mind that, though the castle's security can be breached, I am skeptical of an agent's chances of escaping Doom's stronghold unscathed. There are simply too many factors surrounding Doom's behavior and actions for any agent with less experience than your own to compensate for. With that in mind, I can improve your agents' chances in any endeavors with some new items. I should be able to augment many of your standard weapons and defensive systems to counteract some of Doom's more common weaponry (at least that of his robots), and I believe I can provide your technological staff with the know-how to activate Doom's self-destruct mechanisms placed in many of his lesser robots. Again, good luck, old friend.

Respectfully,
Dr. Reed Richards
Fantastic Four, Inc.

CASTLE DOOM

Full Analysis & Compilation of First Hand Details
Recording: Benjamin Grimm, Reed Richards, Susan Storm Richards, Johnny Storm, Crystal
Amazein, Sharon Ventura (FANTASTIC FOUR)

Construction & Materials

Castle Doom Exterior: Amazing (50) material strength stone; lower roofs are generally of Excellent (20) material strength, though some reinforcement is to be expected in high-security areas.

Castle Doom Interior: Remarkable strength stone. Those walls surrounding Doom's above-ground laboratories and some of the other science areas within the castle are supplemented with energy screens that reflect the force of any impact toward its point of origin (Incredible Force/Energy Reflection). (See also 6906cdm1-cdom9)

Defensive Strength

Guards posted along exterior walls at all times; standard shifts include eight Doom-Knights on the higher towers, six Warrior robots patrolling the lower parapets, four human Latverian Guardsmen watching the front gate and the main castle entrance, and a team of three Guardian robots patrolling the woods around the base of Castle Doom. Interior troops too erratic to predict.

Weapons are to be expected if the castle has any warning of intruders above or below ground. Standard deterrents are Stunners (Remarkable force & range), Shock fields (1 area effect incredible energy attack), Knock-out or Poison gas (Remarkable intensity for both; Endurance FEAT needed to avoid sleep or death), and, if an extreme show of force is needed, Doom will employ excessive measures such as the use of his Rainbow missiles or the Vortex Machine (see *Machines of Doom* for more details).

The weakest defensive point of Castle Doom is the submersible entrance through the Klyne River and into the catacombs of Castle Doom; entrance is staffed by two human guards (very lax in duties as this area is rarely used) with standard Latverian Guard weaponry and four or six Warrior robots. (See also 6906def1, 6906def2, 6906def3 - 6906def3)

Incarceration

The majority of Doom's secure cells exist as parts of the original dungeons and catacombs of the castle (Levels B4 & B5). Secure, that is, for normal Latverians and nonpowered beings. Superhuman prisoners receive custom-built prisons of variable size and makeup; however, Doom does tend to restrict these prisoners to the second sub-basement (Level B3)—to leave this level is to risk the trap-laden level of B2 or become lost in the catacombs beneath the castle. Despite their isolation and relative lack of upkeep, Doom still has a heavy blanket of scanners and security sensors beneath it (Remarkable rank Detection). (See also 6906jails)

Power systems

Deep within the bowels of Castle Doom is a complex nuclear reactor that is 70% more efficient in its energy output and radiation containment than any other fission reactors currently in use in America (Shift X energy output; Shift Z radiation damage if exposed to the unshielded reactor).

There are also backup hydroelectric generators that utilize the current of the Klyne river to power three subordinate generators. There is no single main power feed into the castle; power is fed through a virtual spider-web of cables and energy ducts spread throughout the entire castle. (See also 6906energy)

Security systems

Exterior walls can be reinforced with force screens (with ten round warning of attack), raising their material strength to Monstrous (75). All internal doors tend to be reinforced wood and metal, all with a minimum of Excellent material strength. Stay alert for telltale odors of ozone—many doors and windows are electrified to the point of being able to disintegrate Good strength materials. (See also 6906sec1-sec6)

Surveillance systems

Amazing rank visual, audible, and motion sensors honeycomb the castle complex (and the country); only the fear in Doom's underlings slows his knowing all of what goes on in his domain, as they are understandably reluctant to bear bad news. Doom has built triple-redundancy protective devices around his surveillance and security systems (Amazing intensity Reason FEAT to disable one system for 3d10 rounds without main controls) and it is not possible to disable all the surveillance devices in one fell swoop. The best bet is to cloud the sensors with too much input and overload the operators by giving them too much to look at or listen to; Doom's fondness for robots does not extend to this area, even though robots cannot be as easily distracted from their tasks. (See also 6906spy1-spy3)

CASTLE DOOM: SUB-BASEMENTS

The sub-basements of Castle Doom range over a large amount of space and cumulatively encompass at least 30% more space than the castle itself. Mapping the sub-basements is next to impossible, since Doom favors the constant utilization of workspaces and he changes the layout (shifting walls and tons of equipment) of sub-basements B2, B3, B5, and B6 to suit his needs at that time. Any of Doom's inventions would most likely be found in the major science labs on Level B4, including an isolated lab where I believe he creates and upgrades his suits of armor. On Levels B4 and below, the original stone gargoyles within the walls of the catacombs and tunnels have been supplemented with audiovisual sensors (Amazing rank Detection sensors; a two second sustained ultrasonic pulse can temporarily disable them for 21.2 seconds). Keep in mind that these are only secondary sensors on the lower levels; much of the security involves pressure plates on floors and walls, and intruders tend to be gassed more often than not as a deterrent—this also helps to keep down Doom's exterminator bills.

Level B1:

Cells—Wine storage and misc. housewares. Level B1 is accessible through the elevator in the kitchens and Doom's personal elevator. Level B1 is confined to the standard outline of the castle major; the public address tower and the robot construction building do not extend their foundations into the main cells.

Restricted Sub-basement Levels

Level B2: *Prisoner deterrence/Vehicle Storage & Maintenance*—This level is contorted with small winding passageways that lead only into various traps laid down by Doctor Doom. Separated from the main trap area is Doom's hangar, the access to the surface coming through the courtyard of the castle or via a ramp leading out behind the castle. All of Doom's known vehicles are stored here.

Level B3:

Superhuman Detaining Cells/Research & Development Labs—Level B3 is comprised of former torture chambers that now contain all types of power inhibiting devices designed to detain and imprison superhuman foes. Separated by a variety of deadly cell blocks from these cells are Doom's main research and testing labs. The Memory Transference Machine used on Kristoff can be found here.

Level B4:

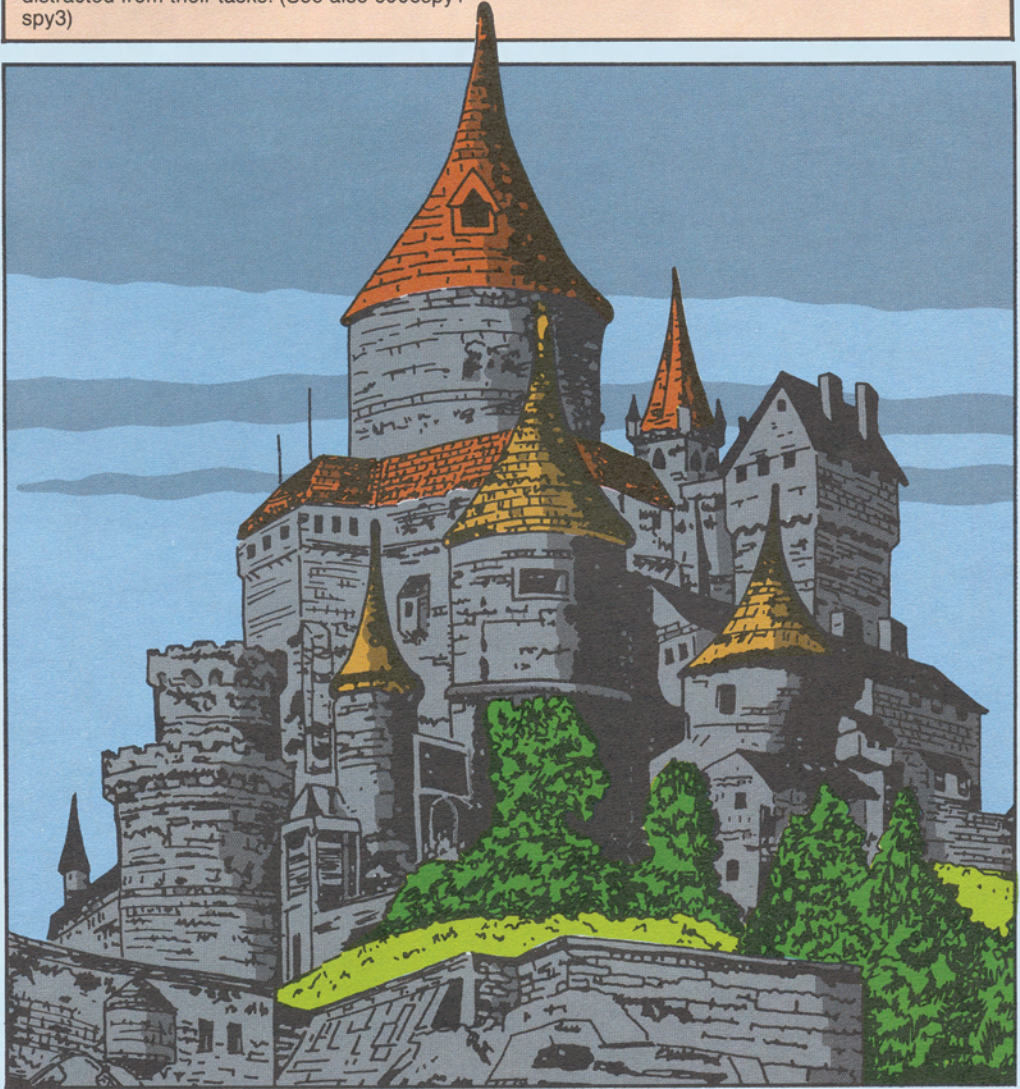
Catacombs/Major Project Labs—Additional prison cells in a maze of corridors comprise 30% of the current Level B4. The space remaining involves Dr. Doom's major projects such as the Power Cosmic Energizer or the currently inert Doomsman series of androids.

Level B5:

Dungeons/Nuclear Reactor—Doom's final dungeons comprise 12 cells, all of which have been empty since he regained his throne from Zorba. This level may contain more secret labs, but the only solid fact known is that this heavily shielded level also contains the nuclear reactor that powers Castle Doom.

Level B6:

Miscellaneous Secret Rooms/Tunnels—An underground offshoot of the Klyne river runs through a number of large caverns on this level. This has already been mentioned as one of the least hazardous entrances to the castle. Also on this sprawling level of worked stone and honeycombed caves are tunnels leading to safe houses throughout Latveria, Doom's magical summoning room (no longer in use with the recent salvation of his mother), and a supplemental robot construction facility.





DOOMSTADT

1. Academy Students' Quarters
2. Werner's Gate (archway)
3. Archway
4. Doom Academy
5. Academy Teachers' Quarters
6. Academy President's House
7. Academy Laboratories
8. Bialtra's Dressmaking
9. Gustov's Restaurant
10. Guard Post
11. 1st Latverian Church
12. Doomstadt Bank
13. Frau Gottfried's Boarding House
14. Stables & Blacksmiths
15. Doomstadt Village Hall
16. Olga's Bakery
17. Fleisch's Market
18. Burgemeister's House
19. Tannery & Cobbler
20. Doomstadt General School & Library
21. Enesco Tobacco Shop
22. Braun's Clockworks
23. Turgus Building Supplies & Lumber